CSYE 7270

Building Virtual Environments

Music Score

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Music Score

Counts towards assignment score

### Music Score

### Compose a music score for a game. The music MUST reflect be integrated with what is happening in the game. The score must include sound effects.

### (100 Points) Compose a music score for a game

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**Scoring Rubric**

100 points possible

|  |  |
| --- | --- |
| **Requirement** | **Points** |
| Music score | 60 |
| Sound effects | 20 |
| Tests | 10 |
| Quality | 10 |

**Submission**

You will submit your assignment via BlackBoard.

Click the title of assignment (blackboard -> assignment -> <Title of Assignment>), to go to the submission page.

### Game Music Resources

IndieGameMusic.com <http://www.indiegamemusic.com/>

Free Sound Project <http://www.freesound.org/>

Audacity <http://sourceforge.net/projects/audacity/>

Jamendo <http://www.jamendo.com/>

Free Sound Effects <http://www.freesoundeffects.com/>

Partners In Rhyme <http://www.partnersinrhyme.com/pir/PIRsfx.shtml>

Soundcloud <https://soundcloud.com/>

SoundJay <http://www.soundjay.com/>

FreeSFX <http://www.freesfx.co.uk/>

AudioMicro <http://www.audiomicro.com/free-sound-effects>

Free Stock Music <http://www.freestockmusic.com/>

**References and Links:**

* <https://answers.unity.com/questions/141771/whats-a-good-way-to-do-dynamically-generated-music.html>
* <https://www.studytonight.com/game-development-in-2D/audio-in-unity>
* <https://learn.unity.com/tutorial/sound-effects-scripting>
* <https://www.raywenderlich.com/6449-introduction-to-unity-sound>